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RETROZONE

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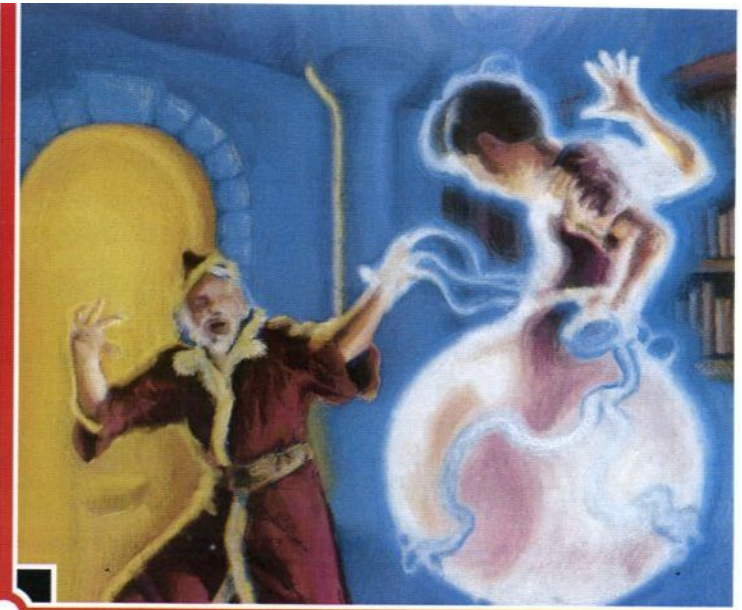
Boxes by Uncletusk

PRINTED IN U.S.A.

AIRBALL

INSTRUCTION BOOKLET



RETROZONE

MANUFACTURED BY RETROZONE

This official seal is your assurance that Nintendo has not reviewed this product. They might even be unhappy about it being made. Always look for this seal when buying games, even though anyone with a scanner or paint program could easily reproduce it.

Thank you for selecting Airball for the Nintendo Entertainment System.

OBJECT OF THE GAME/GAME DESCRIPTION

The evil wizard has turned you into a floating ball, and now you must do his bidding! Explore his dungeon in search of items while trying not to deflate. Each difficulty level rearranges the item locations and adds new challenges.

Please read this instruction booklet to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

PRECAUTIONS

1) This is a high precision cart. It should not be stored in places that are very hot or cold. Never hit or drop it. Never get it wet. Unless you know exactly what you are doing, never take apart.

2) Avoid touching the connectors, do not get them wet or dirty. Doing so may stop the cart from working correctly.

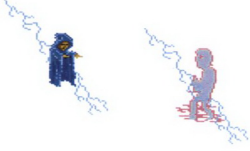
3) Airball contacts can be cleaned with rubbing alcohol and cotton balls. Be careful cleaning the case as some solvents or-rubbing alcohol can destroy it.

Note: In the interest of product, specifications and design are subject to change without prior notice.

I. INTRODUCTION

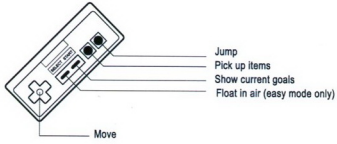
"Now you are really in trouble," said the evil wizard Navi, "for I am turning you into a ball and sending you into my dungeon with over 250 rooms! If that sounds easy I'm telling you it's not, because you have a fatal slow leak and you must find a room with a pump or you will surely die! Do not pump yourself up too much or you will explode in a rubbery mess."

"You must first find my spellbook. Within that book are the instructions on how to turn yourself back into a human. After that I will send you to find other objects I have left behind, like a Buddha, a pumpkin, and a dragon statue. Make sure you pick up these valuable objects for they may be able to assist you in your fight for survival. Good luck in your quest, now bounce away from here!"



II. CONTROLS

[Control Pad]
Hold the NES controller at a 45 degree angle, then use the D pad to move.



[Start]
Pressing start will show your current goals.

[Select]
Holding select lets you float high into the air (Easy mode only).

[A Button]
The A button is used for normal jumps.

[B Button]
The B button lets you pick up items. If you are carrying items holding B then hitting a direction will drop the item.

III. PICKING DIFFICULTY

Easy: Spellbook is close, pumps will not kill, jump cheat, slowest leak
Medium: Items rearranged, pumps will kill
Hard: Fastest leak

GREEN PUMPS

At the start of the game you will be placed on a green pump. As long as you remain on the pump your internal pressure will increase. If your pressure becomes too high you will burst (except on easy mode).

PRESSURE BAR

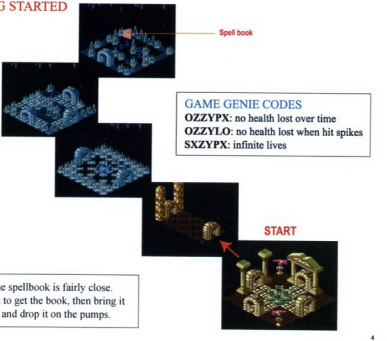
At the top of the screen your pressure is displayed in a green bar. This is how much time you have left until you find another pump.

HAZARDS

Bouncing onto spikes and other hazards will release pressure. Some will pop you instantly! A big fall will also puncture your delicate skin.

Can you outwit the wizard before he deflates your existance?

IV. GETTING STARTED



GAME GENIE CODES

OZZYPX: no health lost over time
OZZYLO: no health lost when hit spikes
SXZYPX: infinite lives

In Easy mode the spellbook is fairly close. Follow this path to get the book, then bring it back to the start and drop it on the pumps.